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# 1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: [pdf\(4.21 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

# 2 [Computing curricula 2001](#)

September 2001 **Journal on Educational Resources in Computing (JERIC)**Full text available: [pdf\(613.63 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
[html\(2.78 KB\)](#)

# 3 [Asynchronous design/evaluation methods for hypertext technology development](#)

G. Perlman

November 1989 **Proceedings of the second annual ACM conference on Hypertext**Full text available: [pdf\(1.98 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A process model used in the design and evaluation of hypertext systems is discussed. The model includes asynchronous processes of task analysis, document analysis, literature survey and systems evaluation, interpretation of data, designing and building systems, and collecting data. For each process, experiences with NaviText™ SAM, a hypertext interface to a reference source, are discussed. A variety of new methods for evaluation of experimental systems are presented along with several ...

# 4 [A model independent source code repository](#)

Anthony Cox, Charles Clarke, Susan Sim

 November 1999 **Proceedings of the 1999 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(157.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Software repositories, used to support program development and maintenance, invariably require an abstract model of the source code. This requirement restricts the repository user to the analyses and queries supported by the data model of the repository. In this work, we present a software repository system based on an existing information retrieval system for structured text. Source code is treated as text, augmented with supplementary syntactic and semantic information. Both the source text and ...

##### 5 Technical papers: software architecture I: Design Pattern Rationale Graphs: linking design to source

Elisa L. A. Baniassad, Gail C. Murphy, Christa Schwanninger

May 2003 **Proceedings of the 25th International Conference on Software Engineering**

Full text available:  [pdf\(1.13 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)  
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A developer attempting to evolve a system in which design patterns have been applied can benefit from knowing which code implements which design pattern. For instance, the developer may be able to understand the purpose, or to assess the flexibility of the code, more quickly. The degree to which the developer benefits depends upon their understanding of the pattern. Achieving an in-depth understanding of even a simple pattern can be difficult as pattern descriptions span several pages of text, a ...

##### 6 Basic concepts for an HDL reverse engineering tool-set

Gunther Lehmann, Bernhard Wunder, Klaus D. Müller-Glaser

January 1997 **Proceedings of the 1996 IEEE/ACM international conference on Computer-aided design**

Full text available:  [pdf\(298.21 KB\)](#)  Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)  
[Publisher Site](#)

Designer's productivity has become the key-factor of the development of electronic systems. An increasing application of design data reuse is widely recognized as a promising technique to master future design complexities. Since the intellectual property of a design is more and more kept in software-like hardware description languages (HDL), successful reuse depends on the availability of suitable HDL reverse engineering tools. This paper introduces new concepts for an integrated HDL reverse eng ...

**Keywords:** VHDL Verilog Hardware Description Reuse Reverse Engineering Hypertext CASE Visualization Productivity Design Process Analysis Control Flow ADA Graphical Symbol

##### 7 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E. Longenecker

December 1996 **ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems**, Volume 28 Issue 1

Full text available:  [pdf\(7.24 MB\)](#) Additional Information: [full citation](#), [citations](#)

##### 8 Language independent generation of graphical representations of source code

T. Dean Hendrix, James H. Cross

February 1995 **Proceedings of the 1995 ACM 23rd annual conference on Computer science**

Full text available:  [pdf\(671.62 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

9 Web technologies and applications (WTA): WebUml: reverse engineering of web applications



Carlo Bellettini, Alessandro Marchetto, Andrea Trentini

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available:  [pdf\(681.13 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


Web applications have become complex and crucial for many firms, especially when combined with areas such as CRM (Customer Relationship Management) and BPR (Business Process Reengineering). Since then the scientific community has focused attention to Web application design, development, analysis, testing, by studying and proposing methodologies and tools. This paper describes an automatic tool for the construction of UML models from existing Web applications. This tool, named WebUml, generates c ...

10 The Desert environment



Steven P. Reiss

October 1999 **ACM Transactions on Software Engineering and Methodology (TOSEM)**,  
Volume 8 Issue 4

Full text available:  [pdf\(868.64 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Desert software engineering environment is a suite of tools developed to enhance programmer productivity through increased tool integration. It introduces an inexpensive form of data integration to provide additional tool capabilities and information sharing among tools, uses a common editor to give high-quality semantic feedback and to integrate different types of software artifacts, and builds virtual files on demand to address specific tasks. All this is done in an open and extensible ...

**Keywords:** integrated programming environments, program editors

11 HDM—a model-based approach to hypertext application design



Franca Garzotto, Paolo Paolini, Daniel Schwabe

January 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 1

Full text available:  [pdf\(1.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Hypertext development should benefit from a systematic, structured development, especially in the case of large and complex applications. A structured approach to hypertext development suggests the notion of authoring-in-the-large. Authoring-in-the-large allows the description of overall classes of information elements and navigational structures of complex applications without much concern with implementation details, and in a system-independent manner. The paper presents ...

**Keywords:** HDM, derived links, hypertext applications, hypertext design models, hypertext structures

12 ABC: a hypermedia system for artifact-based collaboration



John B. Smith, F. Donelson Smith


September 1991 **Proceedings of the third annual ACM conference on Hypertext**

Full text available:  [pdf\(947.25 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 13 Software reuse

Charles W. Krueger

June 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 2

Full text available:  [pdf\(4.96 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Software reuse is the process of creating software systems from existing software rather than building software systems from scratch. This simple yet powerful vision was introduced in 1968. Software reuse has, however, failed to become a standard software engineering practice. In an attempt to understand why, researchers have renewed their interest in software reuse and in the obstacles to implementing it. This paper surveys the different approaches to software reuse found in the ...

**Keywords:** abstraction, cognitive distance, software reuse

### 14 Special issue on persistent object systems: Orthogonally persistent object systems

Malcolm Atkinson, Ronald Morrison

July 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 3

Full text available:  [pdf\(5.02 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


Persistent Application Systems (PASs) are of increasing social and economic importance. They have the potential to be long-lived, concurrently accessed, and consist of large bodies of data and programs. Typical examples of PASs are CAD/CAM systems, office automation, CASE tools, software engineering environments, and patient-care support systems in hospitals. Orthogonally persistent object systems are intended to provide improved support for the design, construction, maintenance, and operation o ...

**Keywords:** database programming languages, orthogonal persistence, persistent application systems, persistent programming languages

### 15 Building tailorable hypermedia systems: the embedded-interpreter approach

Kaj Grønbaek, Jawahar Malhotra

October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications**, Volume 29 Issue 10

Full text available:  [pdf\(1.95 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper discusses an approach for developing dynamically tailorable hypermedia systems in an object-oriented environment. The approach is aimed at making applications developed in compiled languages like Beta and C++ tailorable at run-time. The approach is based on use of: 1) a hypermedia application framework (DEVISE Hyper-media), and 2) an embeddable interpreter for the framework language. A specific hypermedia system is instantiated from the framework with the interpreter embedded in ...

### 16 The software information base: a server for reuse

Panos Constantopoulos, Matthias Jarke, John Mylopoulos, Yannis Vassiliou

January 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 1

Full text available:  [pdf\(1.87 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We present an experimental software repository system that provides organization, storage, management, and access facilities for reusable software components. The system, intended as part of an applications development environment, supports the representation

of information about requirements, designs and implementations of software, and offers facilities for visual presentation of the software objects. This article details the features and architecture of the repository system, the technical ch ...

**Keywords:** conceptual modeling, information storage and retrieval, object-oriented databases, reuse, software engineering

17 Special session on reconfigurable computing: The happy marriage of architecture and application in next-generation reconfigurable systems

Ingrid Verbauwhede, Patrick Schaumont

April 2004 **Proceedings of the 1st conference on Computing frontiers**

Full text available:  pdf(398.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

New applications and standards are first conceived only for functional correctness and without concerns for the target architecture. The next challenge is to map them onto an architecture. Embedding such applications in a portable, low-energy context is the art of molding it onto an energy-efficient target architecture combined with an energy efficient execution. With a reconfigurable architecture, this task becomes a two-way process where the architecture adapts to the application and vice-vers ...

**Keywords:** embedded, real-time systems

18 Pushing reuse in hypermedia design: golden rules, design patterns and constructive templates

Marc Nanard, Jocelyne Nanard, Paul Kahn

May 1998 **Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems**

Full text available:  pdf(1.48 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

19 Interactive Editing Systems: Part I

Norman Meyrowitz, Andries van Dam


September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available:  pdf(3.08 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)

20 Technical papers: design recovery: Architecture recovery of web applications

Ahmed E. Hassan, Richard C. Holt

May 2002 **Proceedings of the 24th International Conference on Software Engineering**

Full text available:  pdf(1.23 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Web applications are the legacy software of the future. Developed under tight schedules, with high employee turn over, and in a rapidly evolving environment, these systems are often poorly structured and poorly documented. Maintaining such systems is problematic. This paper presents an approach to recover the architecture of such systems, in order to make maintenance more manageable. Our lightweight approach is flexible and retargetable to the various technologies that are used in developing web ...

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